



RANDY CUNNINGHAM: 9th GRADE NINJA

BIBLE

“On the eighth day, He created Ninja...”

ALL ARTWORK IS NOT FINAL.



OVERVIEW

Every four years at Macchio High School, a new champion of the chumps is chosen, one nerd to protect them all, a silent-but-deadly defender of the downtrodden. The tradition dates back to 1971, when a foreign exchange student brought with him a magic ninja suit from his home country. On that day, the 9th Grade Ninja was born, a secret Macchio High tradition that is handed down quadrennially from ninja to newcomer.

One night, while walking home (alone) from an 8th grade dance, frustrated nobody and ninja fanboy Randy Cunningham is jumped by a bunch of bullies. After putting up a pathetic fight, Randy is quickly overpowered. Suddenly the shadowy form of the ninja emerges from the darkness, defeating the bullies and rescuing Randy from certain wedgie.

The next morning, Randy wakes to discover the ninja suit on his doorstep along with “The Ninja-nomicon”, an ancient tome filled with the secret teachings of a master ninja. A note informs Randy that, with the old ninja graduating and heading to a nearby Vo-Tech, Randy has been chosen to carry on the tradition, to don the suit and defend the defenseless. He is...

Randy Cunningham: 9th Grade Ninja!

Randy Cunningham: 9th Grade Ninja is an action-packed kung-fu comedy about the most unlikeliest of heroes, an Average Joe devoted to the ninja code.

With his magic suit and the teachings of The Ninja-nomicon, Randy finds himself the savior of his school and hometown...devoting every waking minute to honing his secret art...learning the ways of the ninja...taking his ninja skills to the next level in hopes of one day becoming The Master Ninja (and, you know, maybe scoring a date with Heidi in the process).

CHARACTERS



RANDY CUNNINGHAM

WHO IS RANDY CUNNINGHAM?

Think a better-looking Michael Cera, then sprinkle in a dash of Napoleon Dynamite's quirkiness and a pocket full of throwing stars. Randy is tall and skinny with mediocre posture. He gets his moppy hair cut by "Cassidy", the trendiest stylist SuperCuts has to offer (she has a dolphin tattoo—sweet!). He dresses in things he steals from his dad's closet, confusing "old" with "vintage". He sorta looks like this. Randy's diet consists of value meals, convenience store snacks and any bite-sized microwavable treat. He likes his sugar refined, his flour bleached

and his beverages carbonated. Randy is terminally lactose intolerant, so his processed cheese needs to be more "processed" than "cheese." Thanks to his ridiculously fast metabolism, Randy never gains a pound. To the outside observer, Randy seems shy, a little withdrawn, cautious, careful not to make waves. By looking at him, you'd never guess that Randy loves to dance (but he's far too self-conscious to do it outside of his bedroom). But beneath the insecurity, the awkwardness and the zit cream (we're talking way down deep) beats the heart of a hero!

Here's Randy's idea of the perfect Saturday: two bowls of Super Sugar Crackle Smacks (in soy milk, of course); a forty-five minute shower; a quick game of *Fart Attack!* while still in his towel; head over to his best friend Howard's house; stare longingly at Howard's sister, Heidi, while waiting for Howard to roll out of bed; go to Teen World for more snacks and video games; get bored and head over to Ron's Pawn for "supplies"; spend a couple hours at Trickle Creek pitching throwing stars into trees and dropping cinder blocks into the water while discussing grand plans for Sunday.

Here's Randy's idea of the perfect Sunday: Repeat Saturday. Randy has a strong sense of justice but (before becoming the Ninja) he rarely stands up for himself, avoids conflict, and whenever possible fades into the background. Randy has learned the rule of high school self-preservation: don't stand out. Randy is neither the nerdiest guy in school nor the coolest—he's just...Randy. But he does exhibit a few geek tendencies—he loves video games (he holds the Macchio Falls record at *Keytar Hero*), writes fan fiction (he's currently working on a novella recounting the adventures of Dominic Toretto between *2 Fast*, *2 Furious* and his cameo in *Tokyo Drift*), he is the football team's waterboy, secretary of the Student Council...you get the idea.

But Randy's #1 passion is ninjas. He owns every ninja movie ever made (*Enter the Ninja*, *Revenge of the Ninja*, *American Ninja*, *Beverly Hills Ninja*, *3 Ninjas Knuckle Up*, *Teenage Mutant Ninja Turtles*, etc.). He has Vanilla Ice's "Ninja Rap" on his iPod. To Randy Cunningham, ninjarness is next to godliness, as evidenced by a recent e-mail sent from one Randy Cunningham to the Editor-At-Large of *NQ* (*Ninja's Quarterly*):

*From: Randy Cunningham <silentbutdeadly@gmail.com>To: Editor@NQ.com
Subject: Corrections*

Dear Sirs,

I take issue with your most recent issue (#412), specifically the article entitled "My Date with a Ninja." First off, no way that guy the author went out with was a ninja. NINJAS DON'T DATE! Ninjas live solitary lives of seclusion, honing awesome skills like when you're brushing your teeth and you look up and BAM! There's a ninja behind you and before you can even spit and you're like "Where'd you come from?" he's like BAP! A smoke-bomb! And then he's vanished! With missions like that, a ninja DOES NOT HAVE TIME FOR BABES! Other than that, your magazine KICKS MUCHO BUTTO!

Sincerely, Randy Cunningham Macchio Falls, NJ

Needless to say, Randy never gets the girl. And up to now, Randy has pretty much accepted all that, even taking comfort in Friday nights spent Wii-ing in his underpants and binging on an all-gummi diet. In fact, if not for his fateful run-in with the ninja, Randy would grow up to be a faceless cubicle dweller, never standing up to the boss, letting others take credit for his work, swearing that next year will be the year he moves out of his parents' basement.

Randy is the cute underdog that everyone wants to see get his day in the sun. That day...is now.

RANDY AS THE NINJA



Once he is chosen to be the next ninja, Randy's life changes forever. He firmly embraces his new mission, living by The Ninja-nomicon as if it were gospel. By following the lessons within its pages (and occasionally misinterpreting them), Randy finds his true calling, devoting every waking minute to leading the disciplined life of a ninja. (At times, he's a little *too* devoted, helping people who really don't need his help.) Suddenly Randy has gone from 98-pound weakling to 99-pound hero. For years he has been silently outraged by the injustices around him, but now he has the power and the courage to do something about them.

Becoming the Ninja forces Randy out of his comfort zone, for the Ninja is a man of action. With his identity concealed behind the black mask, Randy discovers the hidden strength to accomplish incredible feats—scale walls, backflip over bad guys...heck, he can even dance in public (although he still sometimes exhibits his Randy clumsiness). The suit also gives him the guts to do something he never could before: talk to the love of his life, Heidi. In fact, when Randy is the Ninja, he's downright smooth, dispatching foes with cool one-liners and delivering Heidi from danger without his palms even breaking a sweat. Naturally, Heidi falls head over heels in love...with the Ninja.

Therein lies the rub: Heidi loves the Ninja but doesn't know Randy exists. Complicating matters is page 1 of the Ninja-nomicon, "A ninja must always lead a solitary life, for his attachments can be used against him". In other words, the Ninja and Heidi can never be, but Randy only has the cajones to flirt with her when he's the Ninja. It is an irony worthy of an Alanis Morissette song.

But don't get us wrong; Randy thinks being the Ninja is pretty freakin' awesome. He even built a secret door at the back of his closet that leads to his "ninja room"

where he keeps the suit, the Ninja-nomicon and an incredibly well-organized collection of ninja accessories.

If only it weren't for that nagging voice that won't leave him alone. Not Howard; that *other* nagging voice, the one that's constantly asking, "Do you really have what it takes to be the ninja?"

See, for as long as Randy can remember (dating back to before he was born), Macchio Falls has had a ninja, a black-clad hero dedicated to maintaining the balance between good and evil (an eternal struggle that plays out just off Exit 16 of the Garden State Parkway). Many an a cappella song has been sung by the Macchio High Jazz Chorus about the glorious deeds of the Ninja. Can Randy really, *seriously* live up to this?

Despite these nagging doubts, there is one thing Randy cannot deny: for whatever reason, the Ninja chose him. The Ninja must have seen something in Randy...right?

SO WHY THE HECK DID THE NINJA CHOOSE RANDY?

Well, let's see... Randy is loyal. I mean, who else would get to school fifteen minutes early every day to lower his best friend, Howard, down from the flag pole (where bullies have hoisted him by his tighty-whiteys)?

And at times Randy can be determined; once he commits to something, Randy will do everything it takes to achieve his goal, no matter how hard logic or pride attempt to intervene. Like when he decided to break the Macchio Falls *Keytar Hero* high score. Or that time he overheard Heidi mention that she desperately wanted tickets to the sold-out Lavender Heartbreak concert, and Randy hitchhiked to The Meadowlands where he met a roadie named Rad Steve who led him on a psychedelic journey through the steam-tunnels of the stadium where Randy engaged in a battle of will and wit with a ticket scalper named Ron the Con. (Eventually Randy traded his prized Chuck Norris-autographed copy of Black Belt Magazine for the tickets, only to discover that the dreamy Stan Carmichael surprised Heidi with tickets.)

And Randy has perfected the art of social camouflage. Even before he strapped on his climbing claws and became the ninja, Randy was a master of hiding in plain sight. He learned long ago that being in the spotlight can only lead to one thing: swirlies.

Of course, on the other hand, Randy is impressionable and more than a little

misguided. He's a walking time bomb of good intentions and questionable judgment.

But the simple fact remains: Randy Cunningham, with all of his strengths and flaws, is the Ninja. Suddenly the kid who always chose the path of least resistance is honor-bound to face off against the bullies and bad guys that threaten the good people of Macchio Falls.

Most often, this means going mano-y-meathead with Bash Johnson, Macchio High's resident jockstrap and despiser of all things dork. Where before Randy would do just about anything to avoid Bash's ire, now he must stand ninja-mask to facemask with the man who's been stuffing him in lockers since their lockers were cubbies (we're talking all the way back to pre-school, people). But it turns out Bash is merely a spoke in Macchio Falls' wheel of evil...

Since becoming the Ninja, Randy has learned that there's more going down in Macchio Falls than meets the eye. Macchio Falls has its very own crime syndicate...known as...Crime Inc. This clandestine organization (with headquarters located inside Viceroy Towers) is the root of most evil in town. As the Ninja, one of Randy's responsibilities is to thwart Crime Inc.'s wicked schemes and defend the good people of Macchio Falls!

Through the teachings of the Ninja-nomicon and his martial arts misadventures, Randy Cunningham will discover the strength and wisdom to become something more than the common man.

He will become...ninja!

And he's got to do it all before he graduates.



HOWARD WEINERMAN



(it's pronounced "WHINER-man!")

Randy's best friend (think a young Danny Devito). Howard is short, round, loud and always looking out for #1. Howard has one outfit—a hoodie and cargo shorts. He has unruly curly hair and a deep, gravely voice. Howard's sole aspiration is to be a permanent member of a rap star's posse (preferably a member who doesn't have to carry anything heavier than an umbrella).

Howard never knows when to stop running his mouth. He'll talk back to anybody, be it parent, teacher or bully. This, of course, rarely ends well for Howard. He has been the target of multiple stink-bombings by students, and he has season tickets to detention.

Howard is easily distracted. He loves shiny things and loud noises, most commonly in the form of hip hop bling and action movie explosions. He is driven by his many appetites—for food, for lovin', for glory—whatever Howard deems important at that second. He's aggressive and abrasive yet somehow largely ignored. Others tune him out like white noise. Being around Howard is like living near the freeway; after awhile you just stop hearing it even though it's screaming in your ear.

Let's get one thing straight—Howard could care less about being the most popular guy in school. What he is interested in is having fun, getting away with stuff and reaping the rewards of others' hard work. Howard is a B.S. artist, as evidenced by the "Info" section of his Mugbook page:

NAME: Dr. Howard P. Weinerman, MD-DDS-JD-PhD AGE: 14 (I am a childhood prodigy) INTERESTS: Yachting, Time Travel, Ponzi Schemes FAVORITE MOVIES/TV: The Collected Works of Michael Bay, anything I can bit-torrent off the net. LOOKING FOR: Romance. Bromance. Necromance. I'm up for whateva. FAVORITE ACTIVITIES: I split my time between the gym, the particle physics lab and my hot tub limo. FAVORITE QUOTE: "Don't bother me, I'm eating" – Carl's Jr

There you have it. Howard is pretty much a liar. But here's one thing that's true (he'd kill us if he knew we told you)... Howard is afraid to fail, so he never tries. He's always looking for a shortcut, the easy way out. If you dig even deeper, you'll discover that Howard is sensitive about his height and overcompensates by being a

huge personality. On the rare occasion that Howard's armor is pierced, he heads down to the old "Thinkin' Spot", a clearing in the woods on the banks of Trickle Creek, where he has a good cry.

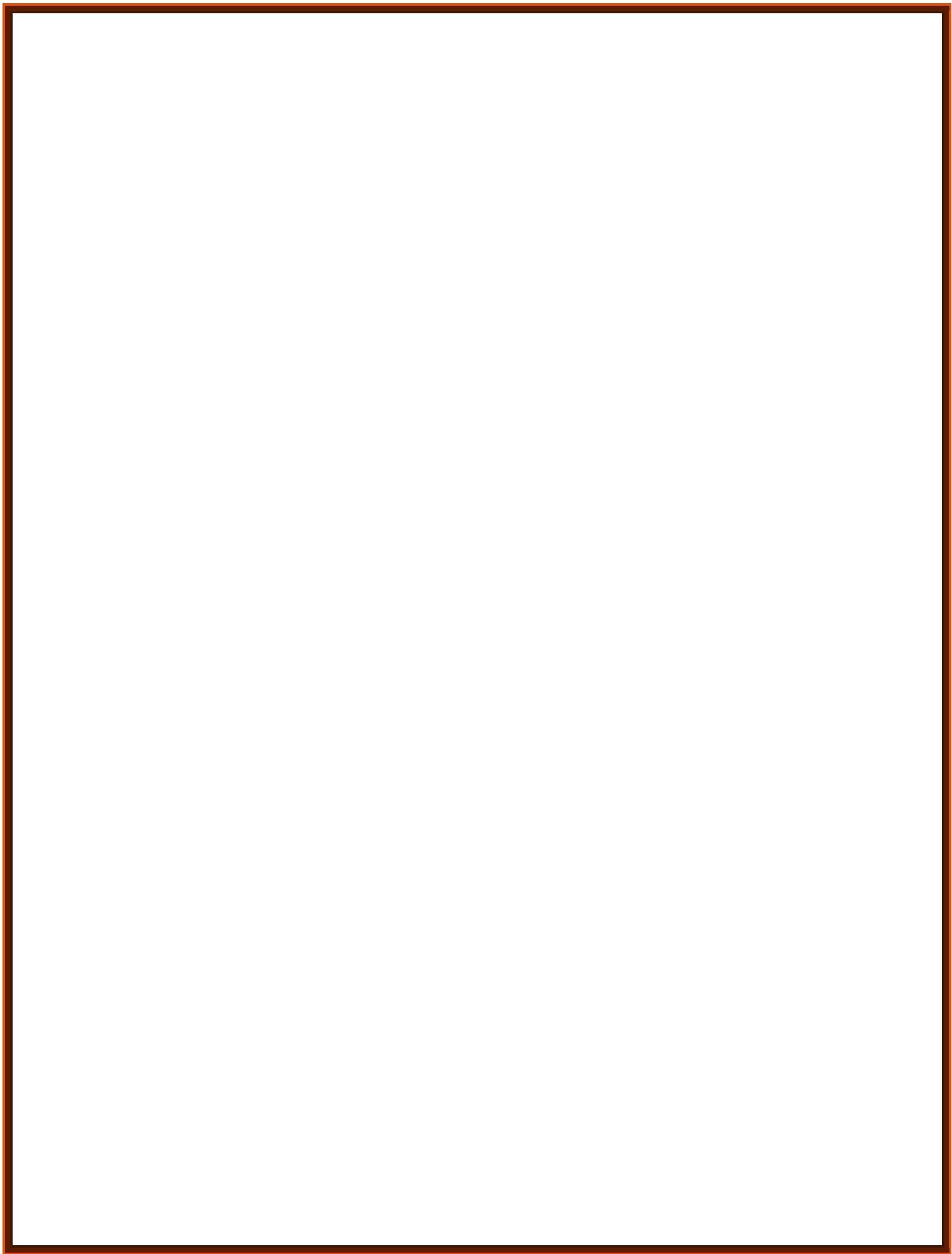
You may be asking yourself, "Why would Randy Cunningham hang out with a guy like this?" Two reasons: 1. They've lived on the same street their entire lives, and 2. There is one person on this earth that Howard is loyal to and that's Randy. Randy is Howard's best friend. Okay, he's Howard's only friend, and Howard can't afford to lose him. Howard's personality often causes problems for Randy, but the bond of their friendship always proves unbreakable.

Howard is the only person who knows Randy's secret. But don't worry, the secret is more or less safe with Howard. That's not to say Howard doesn't try to benefit from being the Ninja's sidekick. Howard is always trying to talk Randy into using his ninja powers for personal gain (or at the very least to install a webcam in the girl's locker room). Howard is also often the cause of the Ninja becoming involved in situations that don't seem to require a ninja. Howard's mouth regularly writes checks the Ninja is forced to cash (like that time the Chess Club paid Howard to have the ninja escort them to the State meet...on the other side of Jock Alley). Howard is also more than happy to take credit where credit ain't due (hey, just because Randy insists on being a humble ninja doesn't mean Howard can't be a self-serving sidekick). Howard will never divulge the Ninja's identity, but he will flap his gums about the awesome adventures he and his best friend the ninja have (of course, no one believes a word of this).

Howard has one sibling, his older sister, Heidi. She's everything he isn't—tall, attractive, popular—so of course Howard loves to annoy her. Like that time Howard auctioned off a date with Heidi...without Heidi's knowledge. But when it comes to Heidi, Howard's pranks often backfire. In the case of the Win-A-Date-With-Heidi contest, the winner turned out to be a great guy and Heidi had a short-but-fruitful relationship with him. Unless Howard is playing a prank on Heidi, he would rather steer clear of her altogether. This proves difficult, though, since Randy is infatuated with her and constantly comes up with reasons to be around her. Howard knows about Randy's obsession with Heidi but the whole thing makes him sick, so he chooses to ignore it.

Howard's father is Police Lieutenant Saul Weinerman. He's a bad lieutenant. And by that we don't mean he's corrupt; we mean he's really, really bad at his job. So bad, in fact, that he often calls on the help of the Ninja in solving cases. Saul adores Howard and thinks he can do no wrong, which makes it even easier to fleece the old man.

Howard's reaction to his father's profession is to flirt with the seedier underbelly of Macchio Falls. Even as he helps Randy fight Macchio's Most Wanted, Howard gets a secret thrill out of being around these criminals and deadbeats.



HEIDI WEINERMAN

Howard's hot older sister and Randy's secret crush. As previously said, she's everything Howard isn't--tall, beautiful, popular. And, unlike Howard, Heidi is the ultimate overachiever. She's involved in absolutely every school activity imaginable (head cheerleader, president of Student Council, editor of the yearbook, enters a pig every year for 4H, etc.), which constantly puts her in the wrong place at the wrong time (and in need of help from the Ninja). Heidi's mantra is "I can do that", no matter what "that" is. Heidi is a girl who never met an extracurricular she didn't like.

Heidi's fashion sense is dictated by whatever activity she's participating in at that moment, e.g. cheerleader uniform when she's cheerleading; skirt suit when she's presiding over the Student Council; denim miniskirt, cowboy boots and a bandana when she's 4H'n with her pig, Lucifer. But no matter what the outfit is, Heidi always finds a way to make it super cute.

Heidi is peppy and plucky. Her glass of pink lemonade is always half full. Heidi's goals are set insanely high. She hopes to be the first woman President, the first woman on Mars and the first President/Astronaut to ever be a Dallas Cowboys Cheerleader. Heidi may be uber-involved, but she's still very much a girly-girl. She loves puppies and kittens and emo bands like Lavender Heartbreak (those guys are freakin' DREAMY!).

Of course, the boys of Lavender Heartbreak don't hold a candle to Heidi's true love—the Ninja! She more than likes him. More than "likes him" likes him. She LOVES the Ninja. Loves, loves, LOVES! The cover of her Chem Lab notebook is covered with hearts that read "Mrs. Heidi Weinerman-Ninja" (even in her fantasy, Heidi is a hyphenate). To Heidi, the Ninja is the ultimate embodiment of that good old "can do" attitude, a "silent self-starter who just jumps in there and makes it happen! Good for him!"

Heidi's own can-do attitude extends to her romantic life as well. Once she sets her sights on a boy, nothing will get in her way. So far only one guy has been able to evade her amorous advances—the Ninja. Heidi often goes as far as putting herself in harm's way, playing the damsel in distress to try to get close to the Ninja. But



despite the occasional moment of close contact (i.e. when the Ninja shields her body from an explosion or swings her to safety), she just can't seem to get the Ninja to commit! The more he pushes her away, the more she wants him. She's even conducted extensive research into the Ninja's mysterious background, not to unmask him but to woo him—finding out his favorite foods and music, whether he likes long walks on the beach or fireside snuggles. All she really knows is that he's a firm believer in truth, justice and nunchucks.

Complicating matters is the fact that quarterback Bash Johnson believes head cheerleader Heidi Weinerman is rightfully his. This puts the Ninja in direct conflict with Bash and further puts Heidi in jeopardy (which allows her to be saved by the Ninja—hooray!).

Heidi is also obsessed with getting a picture of the Ninja. Not because she wants to prove his existence or expose his true identity, but because every year the Ninja is listed in the "Students Not Pictured" section of the yearbook, and Heidi, as editor, is determined to picture everyone at Macchio High, be he student, faculty, staff or ninja.

The biggest irony of Heidi's life (one she's not even aware of) is the fact that she's in love with the Ninja but doesn't even know Randy Cunningham exists. Seriously. He's invisible to her. Not because she's a snob. It's more like a disability. She just can't see him. He's not even close to being on her radar, even though Randy sleeps over at her house every other night.

As for her relationship with Howard—Heidi sees him as a cute, loving little brother, mainly because his pranks almost always backfire, resulting in something good for Heidi. This, of course, drives Howard friggin' nuts.



BASH JOHNSON

The Macchio High Fighting Fish quarterback and Coach Green's number one goon. Bash is a square-jawed, hard-abbed jerk-wad who wants to rule the school. He's always trying to keep the nerds and geeks under his thumb, forcing them to do his homework. Bash ain't exactly the most articulate guy. He never gets a turn of phrase right (but always gets a laugh from his fellow goons).

Bash worships his mentor, the demented and nefarious Coach Green. If Coach Green is the Emperor, then Bash is his Darth Vader. Bash hopes to reap the rewards of being Coach Green's right-hand man. Unlimited hall passes. Strong-arming teachers into giving him A+'s. Keeping the nerds and outcasts in their places so that the good-looking and popular don't have to be bothered by them.

Like we said, Bash believes Heidi belongs to him. I mean, the quarterback always dates the head cheerleader. Bash is so caught up in possessing Heidi's heart that he doesn't realize Heidi's fellow cheerleader, Morgan, is crazy about him.

The only thing Bash hates more than a dork is a ninja. Because Macchio Falls' ninja is always showing him up, Bash HATES ALL NINJAS; they're nothing but sneaky, unpredictable plan-foilers.

One more thing—Bash secretly loves to cook. When things get too heavy, he sneaks off to the Home Ec room to whip up a Quiche Lorraine.

CRIME INC.

This is the secret crime syndicate responsible for almost every shady thing that goes down in Macchio Falls. Their HQ is a nice corner office on the 48th floor of Viceroy Towers (you know, lots of windows, good light, a pleasant place to hatch evil schemes). Crime Inc. is driven by an insatiable thirst for money and power. They are the secret puppet masters, their members hiding in plain sight as prominent people in Macchio Falls society, all the while manipulating everyone from the high school students to the police officers for their own financial gain. But there is a force of good which keeps Crime Inc. in check...a heroic yin to their evil yang...the Ninja! The Ninja must battle Crime Inc. and their goons to keep peace and order in Macchio Falls.

The members of Crime Inc. are:

THE JUDGE – The head of Crime Inc. He's also a real judge in Macchio Falls court system. He's never seen without his robe. He's loud, brash and always angry (think Sam Kinison). He enjoys berating his fellow Crime Inc. cohorts. The Judge has a personal vendetta against the Ninja. You see, back in the 70s when the Ninja first appeared at Macchio High, the Judge was the B.B.O.C. --Big Bully On Campus (he still wears his Macchio High class ring). The Ninja thwarted and humiliated him, so now that the Judge is a powerful adult, he's obsessed with discovering the ninja's true identity, with bringing the Ninja down, exposing him, humiliating him in front of the people of Macchio Falls. Later in the series, we will reveal that the Judge's last name is "Johnson". That's right, he's Bash Johnson's dad. Like father, like son!

DEPUTY MAYOR KRANSKI – Former stay-at-home mom turned Deputy Mayor of Macchio Falls (a part-time position). Deputy Mayor Kranski is also President of the PTA and Troop Leader of a Girl Scout-esque group called AdventureGirlz! Deputy Mayor Kranski looks A LOT like Sarah Palin. She's pretty, polished and possibly dabbles in witchcraft. Deputy Mayor Kranski is a master of manipulation—she has everyone from the Chief of Police to the Director of the Department of Parks and Recreation under her thumb. Whenever the Ninja leaps in to foil her evil plans, Deputy Mayor Kranski unleashes her secret army—her troop of AdventureGirlz, tough, resourceful, teeny-bopper terrorists whose banshee-like

screams can shatter glass (or announce the arrival of Lavender Heartbreak!). Deputy Mayor Kranski wants to use the power of Crime Inc. to become Mayor and rule Macchio Falls as a full-fledged dictator.

WILLEM VICEROY II – The richest man in Macchio Falls, refined to the point of poncy (think Howard Hughes). When cavemen invented fire, his ancestors stole it and patented it. He's the owner of Viceroy Industries, a business conglomerate that makes everything from that chair you're sitting in to the paper this document is printed on (if you're reading it off a computer screen, they made that, too). Willem Viceroy II is above the law. Literally. His office is at the top of Viceroy Towers, the only skyscraper in Macchio Falls. Viceroy owns the local paper and TV station, so he's able to spin the news to protect Crime Inc. and its interests. He is protected by an army of robot bodyguards who all look and talk like Jean Claude Van Damme. Viceroy wants to use the power of Crime Inc. to further his vast fortune and own every single piece of property in Macchio Falls. He isn't happy just having a lot of money; he wants ALL of the money.

OTHER CHARACTERS

POLICE LIEUTENANT SAUL WIENERMAN – Howard and Heidi's doting father and a bumbling police lieutenant (although he thinks he's good at his job). This guy can't even crack a case of soda. So he often enlists the ninja to help him solve his podunk Macchio Falls crimes. To call the ninja, he places a personal ad on "Greg's List." Lt. Wienerman is the only adult who can summon the Ninja just whenever.

PRINCIPAL SLIMOVITZ – Principal of Macchio High School who peaked at 16 when he was Chess Team Alternate. He's tall, skinny and bespectacled. Basically he's a grown-up dork with no backbone who is often bullied by Coach Green. He sweats...a lot.

MORGAN KRANSKI – The Deputy Mayor's shrill daughter and a cheerleader who will stop at nothing to dethrone Heidi as head cheerleader. She often teams with Bash to achieve her goals. She desperately wants to be Bash's girlfriend but finds herself inexplicably drawn to Howard. Morgan does not know of the

existence of Crime Inc. or her mother's involvement with it.

WILLEM “STEWART” VICEROY III – The son of Willem Viceroy II. Part fanboy, part mad scientist. He's won the Macchio High Science Fair three years in a row (he was the only 8th Grader ever to win a high school science fair). Stewart desperately wants to be popular. Because of this, he's a wild card, sometimes aiding the Ninja but also helping Bash when there's something to gain from it. You must be very careful when putting your trust in Stewart. Stewart does not know of the existence of Crime Inc. or his father's involvement with it.

MICK – Bash's sidekick. A hulking monster of pure muscle. He rarely speaks, preferring instead to express himself by growling and cracking his knuckles. This guy lifts weights constantly and eats soda cans.

COACH GREEN – The high school football coach and gym teacher, and a force of evil in Randy Cunningham's world. Coach Green detests wimps in all their forms and uses his football player goons to do his bidding. Since the school principal, Principal Slimovitz, is a grownup wimp himself, Coach Green often pushes him around...that is, until the 9th Grade Ninja steps in to save the day. Coach Green is mean, vindictive, wears short shorts and spits a lot when he talks. Ultimately, Coach Green yearns to be more powerful than even the principal, and he'll do anything to achieve that. The only thing standing in his way is the Ninja.

MR. CAMPBELL SHOOKSPEARE – English teacher at large. California hippie with a B.A. in “Literature” from the University of Phoenix. Think Owen Wilson in a corduroy jacket over a vintage surf T. We're not saying why, but his eyes are always bloodshot and he's never far from a bag of chips. Shookspeare often gives Randy advice by putting things in nearly-mythological terms of heroes and villains. He believes wholeheartedly in the Hero's Journey. He prefers it if students call him “Shook” (“Mr. Shookspeare is my dad, man!”).

REG & GINNY CUNNINGHAM – Randy's well-meaning but clueless parents. Reg is always in the attic working on his train set, an incredible scale model of Macchio Falls, exact down to the very last detail. It even has a ninja. Reg worships the Ninja like most dads worship star athletes. He cheers on the Ninja's victories and bemoans his defeats. He secretly wishes Randy were more like the Ninja. Oh, if only he knew the truth, Randy would finally make his father proud. But Randy can never tell him. Reg loves Randy but is a little disappointed in his weak personality. Ginny is a high-powered attorney, a no-nonsense woman but a loving mother and

wife. Back in the day, Ginny and Willem Viceroy II were high school sweethearts. Viceroy still carries a torch for her and inappropriately hits on her whenever he's around her. Ginny and the Ninja often cross paths when she uses him as a witness in court (he appears and disappears from the stand via smoke bomb). Her time in court also puts her in the Judge's line of fire.

LUKE VAN DYKE – The 20-something manager of Teen World, a lame community-run spot for teens to hang out. Luke loves being the king of his teen castle. Think Matthew McConaughey from *Dazed & Confused*. Randy suspects him of at one time being the high school ninja. Because of this, Randy sometimes goes to Luke for advice.

BUCKY HENSLETTER – The dorkiest kid in school. A clarinet-playing band geek who often draws the ire of Bash Johnson. He holds the record for Most Times Saved By The Ninja.

RON THE CON – A local dirtbag who supplements his pawn shop income with everything from ticket scalping to selling knockoff "Jen & Berry's" Ice Cream at school functions. He's also the proprietor of Ron's Pawn, the pawnshop where Randy goes to buy ninja accessories (these places always seem to have a never-ending supply of throwing stars and nunchucks).

LAVENDER HEARTBREAK – A platinum-selling emo band whose constant tour schedule strangely always includes several stops in Macchio Falls. Heidi is nuts about these guys.

A FEW WORDS ON THE NINJA...

In 1971, a young exchange student from the Far East came to Macchio Falls, New Jersey. Despite its impressive mall culture, this young man was dismayed to see the injustices running rampant in the town, especially in its esteemed learning institution, Macchio High School. This young man chose to do something about it, to take a stand, to fight back against those who would oppress the downtrodden. He wrote a letter to his mom and asked her to send him that case under his bed. And 5 to 7 Business Days later, the Ninja of Macchio Falls was born.

In that case were two things—the exchange student's ninja suit (a family heirloom) and a tattered copy of...The Ninja-nomicon.

First off there's the suit, which amplifies the innate powers of its wearer, giving him the superhuman speed, strength and agility of a ninja. What he does with this power is completely up to him, which is why you just can't pick any clown to wear it.

The Ninja-nomicon is the sacred text and guidebook for the ninja. Within its covers are the answers to any question a budding ninja ever wanted to know (but was afraid to ask). These lessons range from fighting techniques to philosophical questions intended to expand the heart and mind of the ninja.

An untrained ninja (i.e. freshman) is dependent on the suit to be victorious in battle. But as he masters the lessons within the Ninja-nomicon, he will eventually discover that the ninja powers are (and always have been) within him. By graduation, having mastered every skill in the book, the Ninja will no longer need the suit. It is then time to pass both on to the freshman of his choosing...for he is no longer a mere ninja...he is a Master (and high school graduate)!

From 1971 to 1974, the Ninja brought peace and harmony to Macchio Falls. But upon graduation, the exchange student knew there would be future injustices to fight. So he passed the ninja suit and Ninja-nomicon onto an incoming freshman, one he deemed worthy to carry on the legacy. Thus began the legend of the "Ninja of Macchio Falls", a seemingly supernatural being—ageless, fearless, unstoppable. To the outside world, there has only been one Ninja. Only those who don the suit

(and now Howard) are aware that a new Ninja is chosen every four years.

The Ninja's jurisdiction extends far beyond the halls of Macchio High. He's more than happy to lend a fist to the local authorities. But make no mistake, this is small-town Jersey. Crime Inc. ain't exactly Lex Luthor. Their schemes are contained to the city limits. They're interested in town domination, not world domination. That's not to say their evil actions aren't big and crazy and out-of-control; they're just never big enough to make national news.

LESSONS FROM THE NINJA-NOMICON

The 9 Levels of Ninja Power

Strength of Mind and Body
Direction of Energy
Harmony with the Universe
Healing of Self and Others
Premonition of Danger
Knowing the Thoughts of Others
Mastery of Time and Space
Control of the Elements of Nature
Enlightenment

Skills of the Master Ninja

Purifying the Spirit
Mastering Hand-to-Hand Combat
Mastering the Blade
Wielding the Staff
Throwing Stars and Daggers
Fire and Explosives
Disguise and Impersonation
Stealth and Entering Methods
Mastering Transport on Land, Sea & Air
Attack from Land, Sea & Air
Strategy
Espionage and Spying
Escaping and Concealment

And...Most Important of All...

"A ninja must always lead a solitary life, for his attachments can be used against him"



SAMPLE PAGE FROM THE NINJA-NOMICON

“TOTAL DESTRUCTION OF A BULLY”

The bully is the natural enemy of the ninja. Ninjas stand for truth, justice and general awesomeness. The bully hates how totally sweet the ninja is and will stop at nothing to bring the ninja down. But the bully will fail, for the ninja is pure of heart while the bully is pure of fart.

Tips For Defeating a Bully

- 1 Deliver Cool Ninja One-Liner! A killer line will shame the bully, showing him that you are a warrior of refined intellect...right before you punch his face.
- 2 Front Flip! Front flips are twice as cool as back flips because they flip toward danger instead of away from it.
- 3 Body Blows! When attacking a bully, it is best to use body blows. Don't waste too much time on his melon, for it is a known fact that bullies can live up to three days without a head.
- 4 Wear Deodorant! Bullies can smell fear; therefore body spray is better than body armor. Choose a scent befitting a warrior, like Shower Fresh or Cool Breeze or Atomic Musk.
- 5 Be Humble in Victory! Lame end zone dances are for jocks. A ninja bows to his fallen opponent. That's classy (and ninjas are always classy).
- 6 Smoke Bomb! The smoke bomb is the ninja's signature sign-off. It's like "Seacrest Out", only cool.





LOCATIONS

Welcome to Macchio Falls, New Jersey!

Population: 33, 401...and one ninja.

Macchio Falls is a working class town located off Exit 16 of the Garden State Parkway. With the exception of its sole skyscraper (the obscenely tall Viceroy Towers), Macchio Falls ain't much to look at. This place peaked after World War II and has been on the decline ever since. There's one mall, one mini-golf course and three Olive Gardens. Macchio Falls is known for its beautiful sunsets, but this is due mainly to the thick layer of smog that hangs over the town. It's not even *their* smog; it blows in from the nearby bustling town of Flackville.

MACCHIO FALLS HIGH SCHOOL – The one high school in town. Every kid in Macchio Falls goes here. A cinderblock structure perched atop a hill overlooking the town. Three stories. Football field. No air-conditioning. Main locations here include the Hall, Classrooms, Cafeteria, Bathroom, Principal Slimovitz's Office and the Gym (complete with Locker Room and Coach Green's Office).

HOWARD'S HOUSE – Ground zero for Randy and Howard. They hang out here most afternoons after school. Randy eats most of his meals here. Pretty much every other night, Randy sleeps over. Plus it has the added benefit of keeping him in close proximity to Heidi. The house is divided into three main locations—Heidi's Room, Kitchen and Basement.

RANDY'S HOUSE – A middle-class single-story ranch house. Most of the time here is spent in Randy's room. The place is plastered with martial arts posters and paraphernalia. He's got an old TV with video game system. Clothes everywhere. A giant stack of throwing stars on his nightstand. There's a secret room behind a

hidden door in his closet where he keeps the ninja suit and Ninja-nomicon. Other locations at Randy's House are the Attic where Randy's father, Reg, has his train set and the Living Room.

TEEN WORLD – Super lame attempt by the community to create what adults think “teens” would think is cool. Cheesy fake graffiti on the walls that say things like “Outrageous!” and “Chill Out, Dude!” Three foosball tables but only one foosball. Every processed snack you can imagine at the Snack Shack. Ancient video games. A moldy couch. This place is where Randy and Howard hang out most when not at school or home. It is managed by one Luke Van Dyke.

MACCHIO FALLS POLICE STATION – A seriously local-yokel operation. It looks like the Barney Miller set. One glassed-in office with a desk where Lt. Weinerman rests his feet; several desks where other officers eat donuts; and a cell that's used to store the office's softball gear (they're 0-9-1 for the season, but they've still got Flackville left, and those guys are a total gimme!).

RON'S PAWN – A cluttered pawnshop run by a sleazy guy named Ron the Con. Everything you could ever imagine or need can be purchased here (including some things you swear used to belong to you). Randy often saves up his allowance to buy ninja supplies here.

TRICKLE CREEK – A stream running through town that includes the three-foot drop known as “Macchio Falls”. This wooded, secluded location is the perfect place for Randy to hone his ninja skills. Howard also comes down here to his “Thinkin' Spot” when things get too heavy.

VICEROY TOWERS – The skyscraper owned by Willem Viceroy II. His office is at the top on the 92nd Floor. The 77th Floor has a wraparound terrace that is great for dangling damsels in distress. The 48th Floor is where Crime Inc.'s headquarters are located (even they don't get a break in rent). There's also a helipad on the roof for quick getaways.

CITY HALL – A two-story building on the town's main square. Home to the Courthouse where Randy's mom works and the Judge presides, and Deputy Mayor Kranski's office.

EPISODES

SAMPLE EPISODES

Viceroy Industries' latest attempt to create a Super Soldier Serum (codename: "Samurai Sauce") fails...so they dump it down the drain. At the same time, Bucky Hensletter is collecting tadpoles in Trickle Creek when a sewer pipe unloads the Samurai Sauce right in his face. Human dork hormone and creek water prove to be the missing ingredients for the serum, and the Samurai Sauce begins to work its magic on Bucky. When Bucky shows up at school the next day, he's been transformed into a David Hasselhoff-esque Super Stud. The new suave, confident Bucky 2.0 bullies Bash and quickly becomes the new savior of the school, eclipsing even the Ninja. Randy tries his hardest to remain benevolent in the face of Bucky's meteoric rise and the Ninja's waning popularity, but deep down (okay, not so deep down) it totally bugs him. When Heidi rejects Bucky's advances, his rage (combined with the Samurai Sauce) further transforms him into a grotesque Hulk-like beast. Bucky rampages through the school, ultimately taking Heidi captive and forcing a showdown with...the Ninja! Randy saves Heidi and locks Bucky in the boys' bathroom until Bucky can pee out all the Samurai Sauce, thus returning him to his old dork self. Order has been restored—the Ninja is a hero...and Randy still can't say two words to Heidi.

Lawn ornaments are disappearing from lawns all over town, a case that the local police have been unable to crack. The citizens of Macchio Falls are calling for Lt. Weinerman to resign (these people LOVE their lawn ornaments), but if he resigns, the Weinermans will have no choice but to move in with Saul's parents in Florida. Terrified of losing his best friend and his true love, Randy dons the ninja suit to solve the case! His investigation takes him from Ron's Pawn all the way to Viceroy Towers where he discovers the truth: Viceroy wants the Weinermans to move so he can put an outlet mall where their house is. The Ninja must face down Viceroy's robot bodyguards, hijack the semi containing all of the stolen lawn ornaments and fight his way out of the warehouse before Lt. Weinerman's retirement party begins at the Olive Garden!

Coach Green has devised a terrifying physical fitness test in an attempt to rid his gym class of wimpy, once and for all! When he sends the wimpy into his "Labyrinth of Fitness", they are met by the Ninja, who leads them safely through the maze's deadly traps. It ends with a furious Coach Green and his goons fighting the Ninja, who defeats Coach Green and forces him to sign Certificates of Fitness for all

the wimps.

Heidi is having the Student Council hold a bake sale to raise money, and Randy (as Student Council Secretary) decides to impress Heidi by baking the most delicious cookie ever. Randy asks Stewart for help, but Stewart (being the budding mad scientist that he is) accidentally creates...a mind-control cookie! Deputy Mayor Kranski catches wind of it and wants to use mind control cookies in this year's AdventureGirlz cookie sale (to force the people of Macchio Falls to reelect her). Deputy Mayor Kranski has the AdventureGirlz kidnap Heidi and take her to the AdventureGirlz Cookie Plant in hopes of luring Randy there and forcing him to make ten thousand mind control cookies. But the Ninja shows up instead! The Ninja must battle the cookie-crazed AdventureGirlz to save Heidi and keep the cookies out of the evil Deputy Mayor's hands.

Because the Ninja was busy saving the day once again, Randy wasn't able to mow the lawn. So Randy gets grounded for the weekend. With the Ninja MIA, the town of Macchio Falls is swept by a crime wave courtesy of the Judge and Crime Inc. The people begin to sour on the Ninja when he doesn't show up to save them. When Randy finds out that Heidi has been caught up in a hostage situation at The Olive Garden, he enlists the help of Howard so he can sneak out of the house. Howard uses a Randy dummy and Randy sound effects to pull a Ferris Bueller on Randy's parents while the Ninja springs into action! Randy saves Heidi but Howard blows it, and Randy returns home to angry parents.

At a football game, the visiting team (the Flackville Bareknuckle Boxers) mocks the ratty costume of the Macchio High mascot, the Fighting Fish. Tired of being the butt of this joke, Coach Green bullies Principal Slimovitz into commissioning the construction of a giant, terrifying Robot Fighting Fish Mascot. At Homecoming, the Robo-Fish goes haywire and is unleashed. The Ninja must stop Robo-Fish before it destroys Macchio Falls!

Randy comes home to discover that his mom has unknowingly thrown the Ninja-nomicon in with other book she donated to the school library. Randy goes on a quest to retrieve the Ninja-nomicon. Unfortunately the book is found by school librarian (and speed-reader) Cleve Campbell, who digests all of the book's teachings in one sitting. Overloaded with sacred info, Cleve is transformed into a power-mad ninja! Cleve goes on a rampage through the library, endangering Heidi, who is there researching draft horses for a term paper. Randy must face off against Cleve the Ninja-brarian in a battle that goes from Fiction to Non-Fiction, through the Periodicals and ends in all-out war in the Reference Section! In the end, Randy prevails because he has the soul of a true ninja. He saves Heidi, recovers the Ninja-nomicon and uses a "Ninja Mind Wash" to make Cleve forget everything he

learned.

Teen World is hosting a dance competition, and bedroom boogie enthusiast Randy Cunningham has talked himself into entering. When he gets to Teen World, Randy finds that many of his schoolmates (including Heidi) have also entered. The second the music starts, Randy chickens out. But that's when he discovers that a nefarious plot is unfolding—it seems Deputy Mayor Kranski has hired a couple martial arts mercenaries who are also classically trained krumpers to take out the competition so that her daughter, Morgan, can win. As the mercenaries krump and karate chop the other contestants out of the running, Randy has no choice but to don the ninja suit and take to the dance floor to protect Heidi and the integrity of Teen World's dance-off!

This year, the annual Brain Bowl falls on the same day as Macchio High's homecoming game, and ticket sales have shown that the students are favoring their undefeated Brainiac team over their losing football team. So Caoch Green kidnaps the Brainiacs (including team captain Heidi) in an effort to draw the crowd back to homecoming. When Randy discovers this plot, he dons the ninja suit and stages a rescue mission to free the Brainiacs (who are dangling over a vat of liquid nitrogen) and get them to the auditorium before they lose in a forfeit to Flackville. But first he'll have to do battle with Bash, Mick and the entire Fighting Fish first string.

A food fight breaks out in the cafeteria, and Howard throws an Italian hoagie fifty yards in a perfect spiral with pinpoint accuracy, knocking Bucky Hensletter all the way to 7th Period. Coach Green witnesses this event and immediately begins courting Howard to be his new star quarterback. This attention turns Howard into Cuba Gooding Jr. from *Jerry Maguire* and makes Bash insanely jealous. Howard has no interest in playing football but he loves the superstar treatment (at practice, he wears a fur coat, sits in a lawn chair on the fifty yard line and throws touchdown passes). Howard's rock star behavior puts everyone off, including Randy. The night of the Big Game, Bash and the other goons of the Macchio High Fighting Fish come up with a plan: not only are they going to stop blocking for Howard, they're going to assist the other team in creaming him. Despite being annoyed with Howard, Randy decides to don the ninja suit and help his friend. With the Ninja as the ultimate blocker, Howard survives the game but, during the final seconds, he's distracted by the snack guy and flubs what would have been the winning pass. He's kicked off the team, but he's back to being good ol' Howard. Besides, he hated playing football. Too much sweating.

To find the money to hire some fancy French Mercenaries (led by the deadly Renard LeDoom), Viceroy cancels dental benefits for all Viceroy Industries employees. This happens right in the middle of Reg Cunningham's root canal

surgery. Now, in order to save his father from excruciating pain, Randy (as the Ninja) makes a deal with Viceroy: if he can beat the Mercenaries and LeDoom in combat, Viceroy must reinstate dental benefits; if the Ninja loses, he will leave Macchio Falls forever. It's a terrifying battle as the Ninja works his way up Viceroy Towers floor by floor until he reaches the rooftop helipad for the final showdown with LeDoom! Randy wins, and Reg's root canal surgery is completed.

The marching band's instruments have gone missing, days before the Battle of the Marching Bands. Randy decides to use Howard as bait to flush out the thief, putting Howard alone in the band room with nothing but an oboe. Meanwhile, the Ninja lies in wait, ready to pounce! Until, that is, the Ninja is distracted by Heidi, and Howard and the oboe vanish into thin air! Randy follows a trail of clues to...the neighboring town and the Flackville High Band Room where Randy has to face down an army of angry band geeks. It's a classic tail of man vs. marching band!

In the latest issue of Ninja's Quarterly, Randy spies an ad for "Mac Antfey's Ninja Academy!" Randy excitedly scrounges up the \$75 fee to attend...only to discover that the thing is a total sham. But to reveal Mac for the fraud he is, Randy must become the Ninja and enter "Mac Antfey's Rocktogan" for a final showdown!

It's Student Council Election time, and a nerd is running for president. That's right, Bucky Hensletter is putting down his inhaler and campaigning. But when Howard offers up the Ninja to be Bucky's campaign bodyguard, Randy is caught between love for Heidi (the current Stu-Co President) and duty in aiding a weakling. Randy puts his feelings aside and does what a ninja must. After a week of protecting Bucky from jock attacks, it's time for the big speeches. During Bucky's (long, boring) speech, Bash and his goons try to ruin it by unleashing a barrage of footballs. The Ninja leaps into action, knocking footballs as quickly as they're lobbed (Bucky sees none of this since his eyes are on his speech the whole time). As Bucky concludes his speech, the Ninja disappears to cheers from the other students (Bucky thinks the cheers are for him). Bash has been thwarted, but Bucky still loses. Did you seriously think Bucky Hensletter had a shot?

